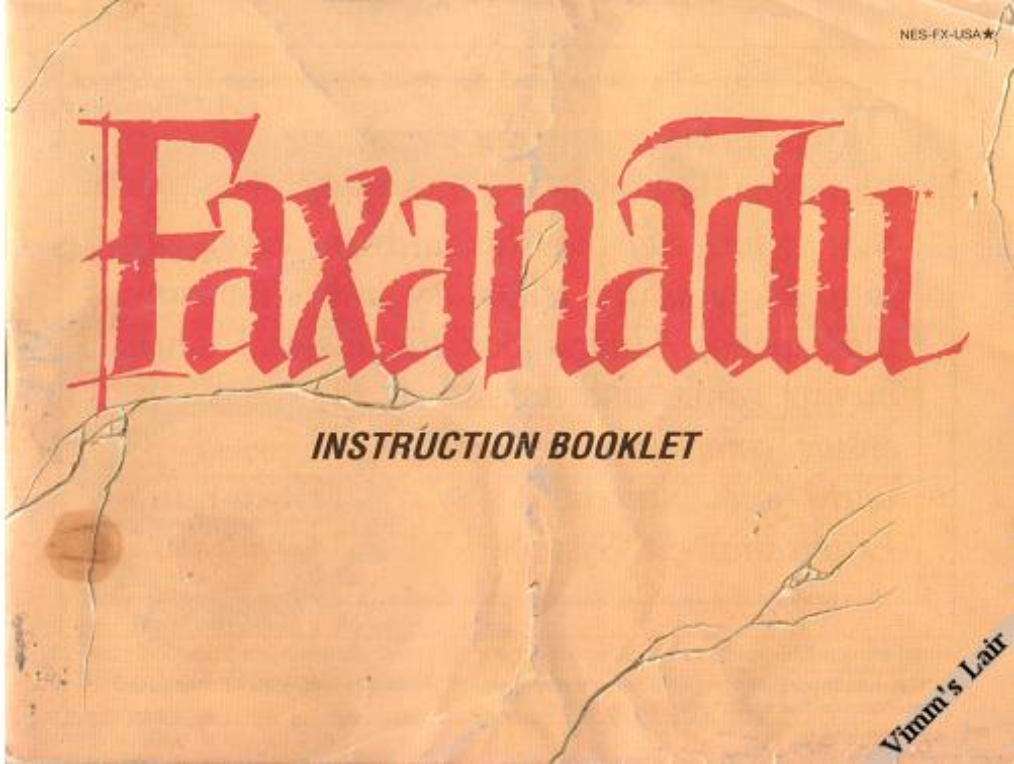
Special thanks to

FirebrandX

for contributing this manual



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for selecting the Nintendo Entertainment System® Faxanadu™* Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

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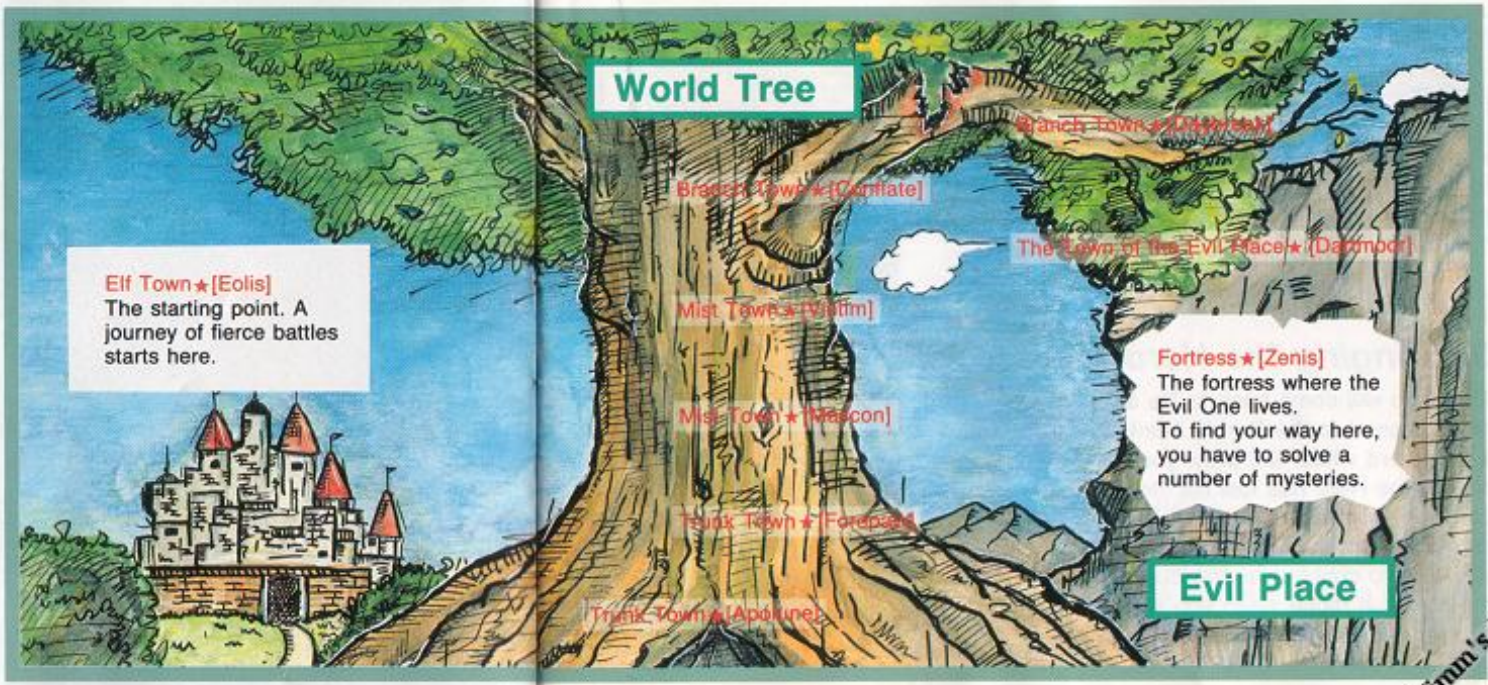
Vimm's Lair

1. Game Story

The Elf town, Eolis, was once a town boasting peace and prosperity. Yet, now, it is on the verge of destruction. Meteorites are raining down upon the World Tree and crazed monsters have taken the opportunity to run amuck. Wells are drying up and people are in the grips of fear.

To restore peace again, someone has to penetrate the giant World Tree and overthrow the Evil One that lives in the Evil Place. Now, it is your mission to set out on a journey bearing the hopes of the people of Eolis.

From the World Tree to the Evil Place - Now begins a mystery-packed journey of adventure



2. Before Starting the Game

Faxanadu is a mystery-packed game.

Faxanadu is a game packed full of mystery, action and adventure.
Read this instruction booklet thoroughly and master the rules and how to play it before actually playing the game.

3. Bringing the Hero Back to Life

The Hero will come back to life again if you have listened to the Guru's Mantra. A Mantra is a Password which will allow you to continue play. If the Hero has lost his life you can continue by pressing the "A" Button. You will start from the last Guru's House you visited. If you wish to continue a previous game, choose the continue mode when you start the game and input the last Mantra you received.

Listen to the Mantra at the Guru's House.

You can listen to a Mantra at a Guru's House. You will find Guru's at various places and stages of the game. Be sure to take note of their locations and write the Mantra down on a piece of paper, you might forget later on!

How Strong is the Hero After Coming Back to Life?

The strength of the Hero after he has come back to life is related to the Hero's rank at the time he heard the Mantra. His experience will be the lowest point for that rank and the amount of money he has when he recovers will also be determined by his rank. The Hero - you - will be able to keep all of the items you have acquired from the previous game.

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4. Displays and How to Play the Game

The meanings of the displays in the NORMAL screen are as follows. Remember them so that you do not make any mistakes.

Displays

Experience : Shows how much experience the hero has.

Magic meter
Shows how much magic he has left.

Money: Shows how much money he has.

Shows how long he has had the item.

Power meter
Shows how much power he has left.

Shows which items can be used.

The Controller

Press to climb ladders and enter doors. You can also make a magic attack using the B button and the top of the control pad.

Press to call up the item screen.

Pause button

Press to move the hero across the screen.

Press to jump.

Press to climb down the ladder. Activate the item by using it at the same time as the B button.

Attack button. When you press this button, you will thrust with the sword you are holding.

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Sub-Screen

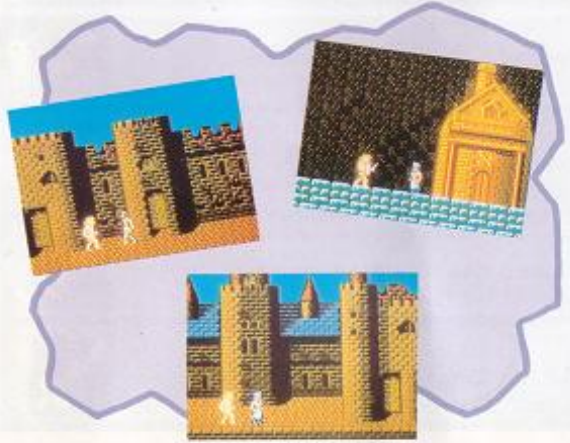
When you press the Select Button, a Sub-Screen, such as shown below will appear. Align the arrow with the item you wish to investigate. When you press the "A" Button, a more detailed Sub-Screen will appear.

You can check or select your possessions from the weapons or items list and you can also find out your rank and the number of points it will take to advance up to the next level.

You can also find out your rank and the number of points up to the next level. ▶

How to Talk to Characters

When you get close enough to a person and press up on the Control Pad, you can carry on a conversation with that person.
The conversation progresses by using the "A" Button and can be cancelled by pressing the "B" Button.



5. The Hero's Weapons

I. Weapons

You won't be able to do much if you are unarmed, so you need to either buy or find a weapon. Once you have a weapon, you will not be able to use it until you equip the Hero with that weapon. You do this by calling up the Sub-Screen, choosing the weapon screen and then making your selection by pressing the "A" Button.

Hand Dagger
Has the least power of all the Hero's weapons.

Long Sword
Has twice the power of the hand dagger.

Giant Blade
A three-pronged sword has 50% more power than the long sword.

Dragon Slayer
The most powerful weapon. The last enemy you come up against cannot be defeated without it.

I. Armor

As with weapons, you won't be able to get far without armor. To use the armor you need to follow the same steps as you did to equip the Hero with the weapon.

Leather Jerkin
You have this on from the beginning of the game.

Studded mail
Reduces damage inflicted by enemies by 5%.

Full suit of armor
Armor covering the whole body. Reduces damage inflicted by the enemy by 10%.

Battle suit
Designed for fighting, it is the strongest armor available and will greatly reduce damage inflicted by enemies.

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Ⅲ. Shields, etc.

These protect you from the enemy's magic attacks.

Small shield
Resists 50% of the enemy's magic.

Large shield
Resists 75% of the enemy's magic.

Magic shield
Resists 90% of the enemy's magic.

Battle helmet
Intercepts almost all of the magic.

Ⅳ. Magic

There are five types of magic. Use them by calling up the Sub-Screen as you did with the weapons and armor.

Deluge
Magic with the least power. It is sold at some Hardware shops.

Fire
This magic has 1.5 times the power of Deluge.

Thunder
Has four times the power of Deluge. It will propel your enemies away from you.

Death
Deadly magic. It has six times the power of fire.

Tilt
The magic of curses. It is superior to all other forms of magic.

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6. Shops

Shops are scattered in the town

Ten types of shops are scattered all over the towns. The table below lists their various characteristics.

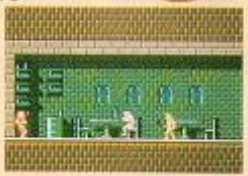
Palace

The castle where the king lives. The hero gets gold here, and sets out on his journey.

Guru's House

A place that grants rank to the Hero or offers a Mantra.

Saloon



You can get a lot of valuable information here. A treasure house of hints.

Hospital

The doctor will offer a treatment that will completely restore the Hero's magic and energy, if pay him some money.

Houses

Similar to the Saloon. A good place to get information.

Hardware store

Buys and sells weapons, magic, items, armor, shields, etc.

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Food shop

When you eat meat bought here, your magic and power are partially restored.

Key shop

Buys and sells unbelievable keys that have secret powers.

Gym (1)

A martial arts gymnasium. It will teach the hero about to set out on his journey how to use weapons.

Gym (2)

A magic gymnasium. It will teach the hero about to set out on his journey how to use magic.

7. Magic Items

Items are valuable tools that can help the Hero. Study the list below to learn how to use the items and how they can work for you.

I. Items that are effective merely through owning them

Sapphire Ring (Elf)

An identification ring. You get it from a Guru.

Ring of Ruby

You will be able to move rocks.

Sapphire Ring (Dwarf)

You can enter the Evil Place if you have this.

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Demon's Ring

You need this to enter the fortress. A Guru has it for you in the Castle of Fraternal.

Elixir

Medicine that will restore your magic and power.

Magical Rod

It will increase the power of your magic.

Pendant

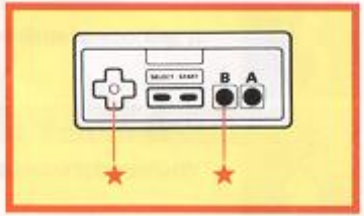
It will increase your sword attacking power.

Black Onyx

It will reduce damage inflicted upon you when attacked.

Ⅱ. Things the Hero Can be Armed with and Use

These are called up on the Sub-Screen for your selection. Once selected they are activated by pressing the "B" Button and the bottom of the Control Pad.



Mattock

It can destroy certain special walls.

Wing Boots

You will be able to fly through the air.

Hour Glass

It can stop the movement of the enemy for a fixed period of time.

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Red Potion

It will completely restore the hero's power.

Keys (5 types)

You need these to open doors. There are five types.

Ⅲ. Things That Can be Used as Soon as They are Picked up

These are effective as soon as they are picked up.

Glove

For a fixed period of time the hero's attacking power will increase.

Ointment

For a fixed period of time the Hero will be protected from any enemy attack.

Poison

The hero's power will decrease by a fixed amount. It is poison.

8. Title

You can change your title depending on your Experience score!!

If you beat the monster and get a sufficiently high Experience score, you should enter the Guru's House to change your title.
You can get 16 kinds of titles depending on your Experience score.

1	NOVICE	2	ASPIRANT
3	BATTLER	4	FIGHTER
5	ADEPT	6	CHEVALIER
7	VETERAN	8	WARRIOR
9	SWORDMAN	10	HERO
11	SOLDIER	12	MYRMIDON
13	CHAMPION	14	SUPERHERO
15	PALADIN	16	LORD

9. Strategy Advice

Let's learn a little basic strategy to overthrow the Evil One. Always remember this advice and have a good fight. Go get 'em.

Ⅰ. Be sure to visit the Guru's House.
Be sure to visit the Guru's House wherever you go. If you don't listen to the Mantra you will be in big trouble if the Hero loses his life.

Ⅱ. Whenever you meet another character in the game, be sure to listen to what they have to say.
Conversations are valuable hints for solving mysteries. You should write down what you hear in these conversations so as not to forget them later on.

Ⅲ. Build up your power by buying weapons.
Buy more powerful weapons and armor (items, etc.) with the money you've saved up. Battles will go much easier for you.

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Ⅳ. Know the characteristics of the enemies.

Some enemies have food and money.Food will partially restore the hero's energy.

Food	Money

CHECK BOARD

DATE	LAST SCENE	PASSWORD
	Forepaw	1G8p4ASsQIACOY

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 — 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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PRINTED IN JAPAN

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